

Hardware/Software Specifications

Platform Models: Sun UltraSPARC

Supported Graphics Environments: CDE(XWindows), OpenGL 1.2

Supported MDI Products:	ADAMS/Solver Task	10.1
	ADAMS/Linear	10.1
	ADAMS/View	10.1
	ADAMS/Exchange	10.1
	ADAMS/PostProcessor	10.1
	ADAMS/Flex	10.1
	ADAMS/Controls	10.1
	ADAMS/Car Interface	10.1
	ADAMS/Car Suspension	10.1
	ADAMS/Car Conceptual Suspension	10.1
	ADAMS/Car Vehicle Dynamics	10.1
	ADAMS/Driver	10.1
	ADAMS/Car Handling Tire	10.1
	ADAMS/Car Durability Tire	10.1
	ADAMS/Tire	10.1
	ADAMS/Engine	10.1
	ADAMS/Hydraulics	10.1
	ADAMS/Insight	10.1
	ADAMS/Rail	10.1
	ADAMS/Pre	10.1
	ADAMS/RaceCar	10.1
	ADAMS/Animation	10.1
	CAT/ADAMS Interface Only	10.1
	MECHANISM/Pro Iface Only (v21.0)	10.1
	ADAMS/SDK Solver	10.1

Demo passwords are available for this platform family.

Hardware/Software Specifications

Supported/Required Software Environments:

<u>Software Product</u>	<u>Fortran Specs</u>	<u>C Specs</u>	<u>Graphics Software Requirements</u>
ADAMS/Solver Task	4.2	4.2	X11 sharable libraries
ADAMS/View	4.2	4.2	X11 and OpenGL sharable libraries
ADAMS/PostProcessor	N/A	N/A	X11 and OpenGL sharable libraries
ADAMS/Controls	4.2	4.2	N/A
ADAMS/Car Interface	4.2	4.2	X11 and OpenGL sharable libraries
ADAMS/Engine	4.2	4.2	X11 and OpenGL sharable libraries
ADAMS/Hydraulics	4.2	4.2	X11 and OpenGL sharable libraries
ADAMS/Insight	N/A	N/A	X11
ADAMS/Rail	4.2	4.2	X11 and OpenGL sharable libraries
ADAMS/Pre	4.2	4.2	X11 sharable libraries
ADAMS/RaceCar	N/A	N/A	Please see ADAMS/Pre requirements
ADAMS/Animation	N/A	N/A	X11 and OpenGL sharable libraries
CAT/ADAMS Interface Only	N/A	N/A	Please see your CATIA requirements
MECHANISM/Pro Iface Only (v21.0)	N/A	N/A	Please see your Pro/Engineer requirements
ADAMS/SDK Solver	4.2	4.2	N/A

Note: Fortran libraries are required for creating any ADAMS/Solver custom executable.

Supported/Required Hardware Environments:

<u>Software Product</u>	<u>Supported Configurations</u>	<u>Specific Hardware Requirements</u>
ADAMS/Solver Task	All	N/A
ADAMS/View	All	Mouse, Creator 3D or Elite 3D required for OpenGL
ADAMS/PostProcessor	All	Mouse, Creator 3D or Elite 3D required for OpenGL
ADAMS/Controls	All	N/A
ADAMS/Car Interface	All	Mouse, Creator 3D or Elite 3D required for OpenGL
ADAMS/Engine	All	Mouse, Creator 3D or Elite 3D required for OpenGL
ADAMS/Hydraulics	All	Mouse, Creator 3D or Elite 3D required for OpenGL
ADAMS/Insight	All	Mouse
ADAMS/Rail	All	Mouse, Creator 3D or Elite 3D required for OpenGL
ADAMS/Pre	All	Mouse
ADAMS/RaceCar	All	Please see ADAMS/Pre requirements
ADAMS/Animation	All	Mouse, Creator 3D or Elite 3D required for OpenGL
CAT/ADAMS Interface Only	All	Please see your CATIA requirements
MECHANISM/Pro Iface Only (v21.0)	All	Mouse. Please see your Pro/Engineer requirements.
ADAMS/SDK Solver	All	N/A

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Memory Requirements: (MBytes)	Minimum	256.0
	Recommended	512.0
Disk Space Requirements: (MBytes)	ADAMS/Pre	120.0
	ADAMS/Rail	25.0
	MECHANISM/Pro Iface Only (v21.0)	35.0
	ADAMS/Animation	62.0
	ADAMS/Flex	22.0
	CAT/ADAMS Interface Only	12.0
	ADAMS/Controls	10.0
	ADAMS/SDK Solver	38.0
	ADAMS/Car Interface	105.0
	ADAMS/Solver Task	3.0
	ADAMS/View	86.0
	ADAMS/PostProcessor	9.0
	ADAMS/Hydraulics	17.0
	ADAMS/Engine	37.0
	ADAMS/Insight	2.0
Miscellaneous	117.0	
	Total	700.0

General Hardware Requirements:

- Swap Space: 400 Mbytes
- Distribution Media: CD-ROM
- Terminal: Sun monitor
- Mouse: Required for graphics in all products

Hardware/Software Specifications

Licensing Requirements:

MDI supports two types of licensing: 1) A Network license, 2) A Node-Locked, Task-Limited license. The Network license allows program execution on any computer on the network that can communicate with the license server. A Node-locked Task-Limited license, allows you to choose the computer the software will run on, but limit the number of simultaneous users. This computer must also be able to communicate with the license server.

With either type of licensing, MDI requires that you choose a license server(s). You may choose one (1) or three (3) license servers. MDI requires the following system information from machines designated as license servers.

- 1) The host name(s) of the license server machine(s). The host name can be obtained by entering the command 'hostname'. For example:

```
% hostname  
spartacus
```

Host names are case sensitive. Please report the entire host name as returned by the command 'hostname'. For example:

```
% hostname  
spartacus@troy.engr.mbsu.edu
```

- 2) The system id, as returned by the command 'hostid'. For example:

```
% hostid  
8001b560
```

MDI requires the system ids for all machines used in Node-Locked, Task-Limited license. The system id may be obtained with the method described above.

Comments:

OpenGL is supported only on Creator 3D & Elite 3D graphics boards. Elite 3D is recommended. OpenGL runtime libraries are distributed free from Sun Microsystems.

Texture mapping on Elite 3D not supported